

Comparison and Future of Mobile Gaming Platform with Other Platforms along with People's Gaming Habits and Predispositions

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Abstract

Today, smartphones have become a necessity for everyone. It is used by people of all ages, regardless of whether they are children or the elderly. Therefore, it is more accessible than other gaming platforms. Mobile games have become a platform where people can spend time comfortably while having fun in daily life, and it has also become one of the most popular game platforms of our time. This article consists of information about comparison of mobile game platform with other platforms and opinions about its future profile, as well as opinions formed by analyzing and evaluating data with quantitative methods, including topics such as people's gaming habits and predispositions. The topics mentioned in this article will be useful for many people such as game designers, developers and phone manufacturers to produce ideas that are suitable for them.

The article will consist of analysis and interpretation of a quantitative questionnaire aimed at studying and analyzing people's attitudes towards mobile games now and in the future.

The data analysis was done descriptively.

Keywords: Mobile platform; pc platform; console platform; game platforms; smart phones; comparison of gaming platforms

INTRODUCTION

Mobile games are a game platform that has become very popular at the beginning of the 21st century. Due to its easy accessibility and practicality, it uses phones and plays mobile games regardless of age. The fact that the popularity of mobile games is so high makes it a matter of curiosity whether the position of mobile games is high compared to other gaming platforms or what the future of the mobile platform will be. For such reasons, we conducted a survey on whether people prefer the mobile game over other platforms and how they see the rapid development of the mobile platform in the future.

This article is about a qualitative survey of how people rate mobile games compared to other gaming platforms today and what they think about the development of mobile games in the future. The article includes the opinions that emerged with the analysis of the data collected through the survey.

The survey aims to examine people's thoughts about mobile games. The first part of the questionnaire consists of the personal information of the participants, including gender, age, etc. demographic data are included. In the middle part of the questionnaire, the participants' job status, marital status, monthly income, etc. information is requested. The last part of the survey covers topics such as which game platform the participants prefer, what kind of games they play, how often they play, and their thoughts on the future of mobile games. As a result of the answers given to the questions, information about the general information and game habits of the participants is obtained. Through the information obtained, it could be observed which game habits particular human species have.

Research Questions

What will the future of mobile games be like? (Positive / Negative forecast)

Which game platforms do individuals in which age group prefer?

Which gaming platforms do people prefer?

Methodology and Limitations of Study

An anonymous survey was conducted in this thesis. This study consists of 217 participants due to the time limit. As a result of the answers given by 217 participants, it brought a different perspective to the thesis on the future of mobile games. Survey participants are citizens passing by on the street in daily life, students studying in institutions such as universities, high schools and primary schools, players on gaming platforms (Steam, Discord, Reddit etc.) and people working in professional business life. As a result of the data, it will shed light on how people think about gaming platforms, where they prefer to spend time, and how gaming platforms could improve in the future.

Descriptive Data Analysis

Gender

217 respondents participated in the survey and data analysis will be based on descriptive settlement of their responses. The results of the survey are as follows : Since there are generally male individuals in the places we surveyed, the majority of the participants are 133 (61.3%) marked male and one third of the participants are 84 (38.7%) marked female.

Age

It can be easily understood when looking at the data that there are quite a lot of young participants. The reason for the high number of young people is that the survey is answered more on gaming platforms and schools. There are 71 (32.7%) participants marking the 0-18 age group, and 60 (27.6%) participants marking the 18-25 age group. Middle-aged participants also have a considerable share of the whole. There are 40 (18.4%) participants who mark the 25-30 age group and 20 (9.2%) who mark the 30-40 age group. The rest belong to the group that we can define as 40+ years old and old. In these segments, there are 11 (5.1%) participants marking the 40-50 age group and 15 (6.9%) participants marking the 50 age group.

Education

Similar results were observed in education, as more than half of the participants in the education level section were young participants. Considering the data, the number of participants who chose Primary School was 46 (21.2%), and the number of participants who chose high school was 57 (26.3%). The majority of mature participants marked the Undergraduate option, and the number of participants is seen as 70 (32.3%). Additionally, several seniors also marked their Primary and High School preferences. The number of participants who marked the Associate Degree option was 21 (9.7%). The number of participants who selected the Master's Degree option was 14 (6.5%), and the number of those who selected the Doctorate option was 9 (4.1%).

Marital Status

The majority of the participants marked the single option in the marital status question. This density in the single answer is due to the fact that the majority of the participants in the research are from the age group of 25 and below. According to the data there are 152 (70%) participants who chose the single option and 65 (35%) who chose the married option.

Working Status

When we look at the data, the percentage of working is low as expected because the participants are under 25 years old and students. According to these results, we can say that both studying and working students participated in our research, albeit to a small extent. In our survey, the number of participants who marked the option “yes” is 118 (54.4%), and the number of participants who marked the option “no” is 99 (45.6%).

Type of Work

When we examine the answers given by the participants about their work areas, we can interpret that a little more than half of the participants do not work in any job due to the large number of young participants. In addition, we can say that the number of participants who are both students and working in a job is quite higher than expected. 109 (50.2%) of

the participants marked the option 'not working'. In addition, the number of participants working in the private sector is 42 (19.4%), while the number of participants who are officers is 29 (13.4%). The number of participants doing their own business is 20 (9.2%). The number of participants who marked the "housewife" option was 6 (2.8%). In addition, there are 3 (1.4%) participants who do their own business but choose their own option from the 'other' option. Apart from this, there are 8 (3.7%) retired participants who chose the "retired" option, 3 (1.4%) chose the "Retired" option, and 5 (2.3%) chose the "Retired" option. Finally, when we look at the participants in general, it is seen that there are a certain number of participants from all kinds of business areas.

Employment Status

Examining the data on the Employment Status question reveals how many of the young people are in a job. 97 of the participants (44.7%) marked the "other" option. We can assume that those who tick this option are mostly students. In addition, 17 (7.8%) participants marked the "unemployed" option. As can be seen here, a value close to the unemployment rate in our country has been obtained. the number of job seekers is 10 (4.6%). Interestingly, there are 93 participants in the slice of people working anywhere. The fact that there are so many working participants can be interpreted as even the elderly population is still working.

Revenue

In the income data, 53 (24.4%) of the respondents marked the "No income" option and we can say that the majority of them are young participants. There are 37 (17.1%) participants in the part between 0-5500 TL. The inconsistency in the option 0-5500 TL brings to mind the thoughts of the young participants. They may have written off their allowances as income. There are 18 (8.3%) participants stating that they have an income of 5500-7000 TL. In addition, the number of participants choosing the 7000-10000 TL option is 28 (12.9%), while the number of participants choosing the 10000-15000 TL option is 45 (20.7%). Since some income levels have a higher density of participants than other income levels, we can conclude that the incomes of civil servants and private sector workers are

mostly in these ranges. Finally, if we look at other income levels, there are 18 (8.3%) participants for 15000-25000 TL and 18 (8.3%) for 25000 TL+.

Game Play Status

We can say that the answers given to the game time question according to certain age groups surprised us. Because with the contribution of the participants between 50+ and 40-50 years of age, the result was quite different from the predicted. While the majority of the participants marked the option "I play games", a few of them chose the option "I do not play games". Among the 217 participants, there are 204 (94%) participants who play games and only 13 (6%) participants who do not play games. The conclusion that can be drawn from this is that the games appeal to people of all ages and can be played by everyone.

Game Platforms

Where the participants stated their game platform preferences, it is seen that almost half of the participants prefer mobile games. 95 (43.8%) of the participants marked the mobile game option. On the other hand, nearly one-third of the participants marked PC option. There are 75 (34.6%) participants who marked the PC option. In the survey, even the PC, which is considered the most preferred platform for gaming, ranked 2nd next to mobile gaming. When we look at PS-Xbox option, there are 26 (12%) participants and 9 (4.1%) participants in Nintendo Switch option. Participants who do not play games (except 1 participant) clearly showed themselves here. The number of markings "I don't play games" is 12 (5.5%).

Game Play Time

When we examine the part where we ask the participants how often they play games. We can say that the fact that the participants focused on the mobile game platform shows that they prefer to access the games easily from anywhere. The number of participants who marked the option "every day" is 90 (41.5%), who marked the option "3-5 day per week" is 56 (25.8%), who marked the option "1-2 day per week" is 40 (18.4%), who marked the option "1 day per 2 week" is 6 (2.8%), who marked the option "1 day per month" is 9 (4.1%) and who marked the option "I don't play games" is 16 (7.4%).

Type of Games

In the section where the participants are asked about the types of games they play, it is seen that 8 different types of games are preferred separately. There are also those who do not play games based on this. The number of participants who marked the option of "online games" is 67 (30.9%), who marked the option "puzzle games" is 38 (17.5%), who marked the option "idle games" is 22 (10.1%), who marked the option of "sports games" is 7 (3.2%), who marked the option "role-playing games" is 18 (8.3%), who marked the option of "adventure games" is 14 (6.5%), who marked the option of "action games" is 14 (6.5%) and who marked the option "I don't play games" is 14 (6.5%).

Money Spend on Games

The majority of the participants are young people who do not have a certain income level. But, interestingly, most of the participants spend money on games. The distribution is as follows, the number of people who spend 0-50 TL on games every month is 41 (18.9%), the number of people who spend between 50-100 TL on games every month is 66 (30.4%), they spend between 100-200 TL on games per month 31 (14.3%) who spend 200-500 TL per month on games, 21 (9.7%) spend 500+ TL on games a month, 18 (8.3%) and those who tick "I don't spend money on games" 40 (18.4%).

Future of Mobile Game

Lastly, we asked the participants what they thought about the future of mobile games. When we examine the answers, we can say that the participants think that mobile games will develop like other platforms and that they have a very positive view of the future of mobile games. While 205 (94.5%) people think that mobile games will develop, only 12 (5.5%) people think that mobile games will not develop. If we make a comment on the result, even some participants who marked "I don't play games" think that mobile games will improve at the future.

RESULTS

When we evaluate the answers of the participants in the 14-question survey, we reach people's interest in the mobile platform. As a result of some living standards such as age, income level and business life, we can say the platform which people prefer and enjoy the most among gaming platforms is mobile platform. The mobile platform is the choice of people, regardless of age, with its more convenient accessibility than other platforms and its free service to millions of applications with all kinds of smart phones.

The participants mainly consist of young male population, have secondary school-undergraduate level education and are single. In the working rates of this youth-dominated participant group, yes and no choices have an almost equal distribution. Since a large part of our participant group, where almost everyone plays games, consists of young individuals, we learned that they play every day and invest a small amount of money between 0-50 and 50-100 TL per month to the games.

When we examine the answers, we can say that the participants think that mobile games will develop like other platforms and they have a very positive perspective on the future of mobile games. In short, If the mobile platform continues to develop in this way, it seems possible to say that other game platforms will not be able to catch up with the mobile game platform in the near future.

DISCUSSION

It should be underlined that we were able to answer our research questions according to the survey results. As an answer to our research question about whether the future of mobile games will progress in a positive or negative direction, we can say that there are many people who think that mobile games will progress and develop as quickly as they do in the future.

As an answer to our research question about which age group prefers which game platform, the younger group concentrated on the mobile platform and chose other options, while the middle-aged group made similar choices to the young people. We can say that the elderly group is concentrated only on mobile.

As an answer to our research question about which platform people prefer, when we evaluate the survey results in general, we can say that the participants prefer the mobile platform at a very high rate and play games almost every day.

When we examine our survey, we can say that there is a serious decrease in the rate of preferring the PC platform compared to previous researches and that the mobile platform has taken the first place by surpassing the PC platform.

CONCLUSION

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NOTE: This preprint reports new research that has not been certified by peer review and should not be used as established information without consulting multiple experts in the field.

REFERENCES AND NOTES

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APPENDIX

Personnel Information:

- 1) What is your gender?
 - a)Male
 - b)Female
- 2) Which age range are you in?
 - a)0-18 age
 - b)18-25 age
 - c)25-30 age
 - d)30-40 age
 - e)40-50 age
 - f)50+ age
- 3) What is your education level?
 - a)Primary School
 - b)High School
 - c)Associate Degree
 - d)Undergraduate
 - e)Master
 - f)Doctorate
- 4) What is your marital status?
 - a)Married
 - b)Single
- 5) Are you working?
 - a)Yes
 - b)No
- 6) What kind of work do you do?
 - a)Not Working
 - b)Private Sector
 - b)Officer
 - c)Own Business
 - d)Housewife

- e)Others
- 7) What is your working status?
 - a)Working
 - b)Looking for a job
 - c)Unemployed
 - d)Others
- 8) How much is your monthly income?
 - a)no income
 - b)0-5500 TL
 - c)5500-7000 TL
 - d)7000-10000 TL
 - e)10000-15000 TL
 - f)15000-20000 TL
 - g)20000-25000 TL
 - h)25000+ TL
- 9) Do you play games?
 - a)Yes
 - b)No
- 10) What platform are you playing on?
 - a)PC
 - b)PS-Xbox
 - c)Mobil games
 - d)Nintendo Switch
 - e)Don't play games
- 11) How often do you play games?
 - a)All day
 - b)3-5 day per week
 - c)1-2 day per week
 - d)1 day per 2 week
 - e)1 day per month
 - f)Don't play games
- 12) What type of game do you play?
 - a)Action games

- b)Adventure games
 - c)Role play games
 - d)Sport games
 - e)Idle games
 - f)Puzzle games
 - g)Online games
 - h)Strategy games
 - i)Don't play games
- 13) How much money do you spend on games per month?
- a)Don't spend money
 - b)0-50 TL
 - c)50-100 TL
 - d)100-200 TL
 - e)200-500 TL
 - f) 500+ TL
- 14) Do you believe in the future of mobile games?
- a)Yes
 - b)No

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